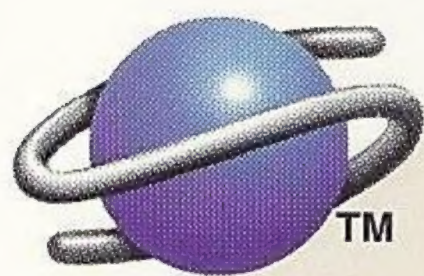
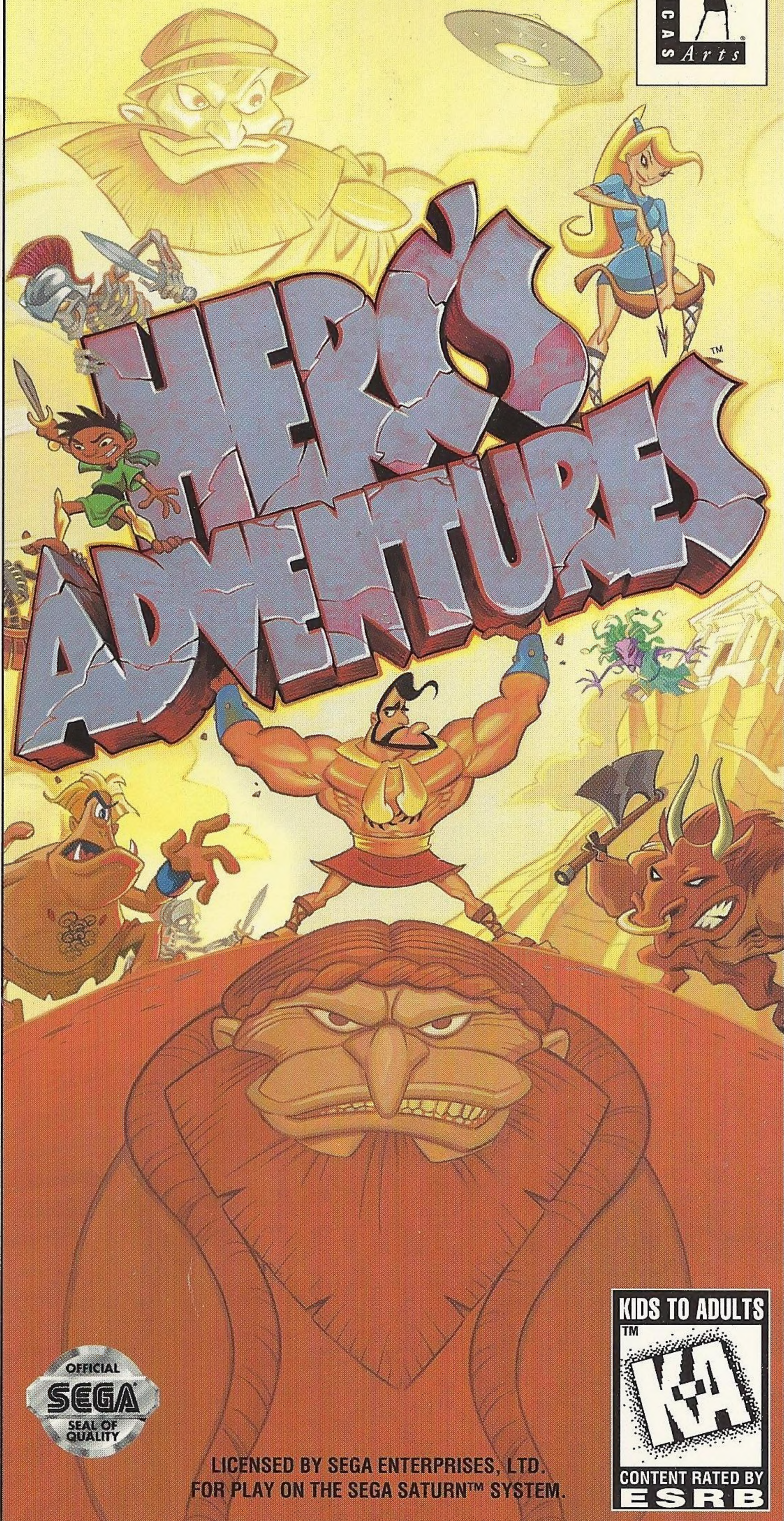


SEGA™



TM
SATURN™

T-23001H



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



WARNING

READ BEFORE USING YOUR SEGA SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still Pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

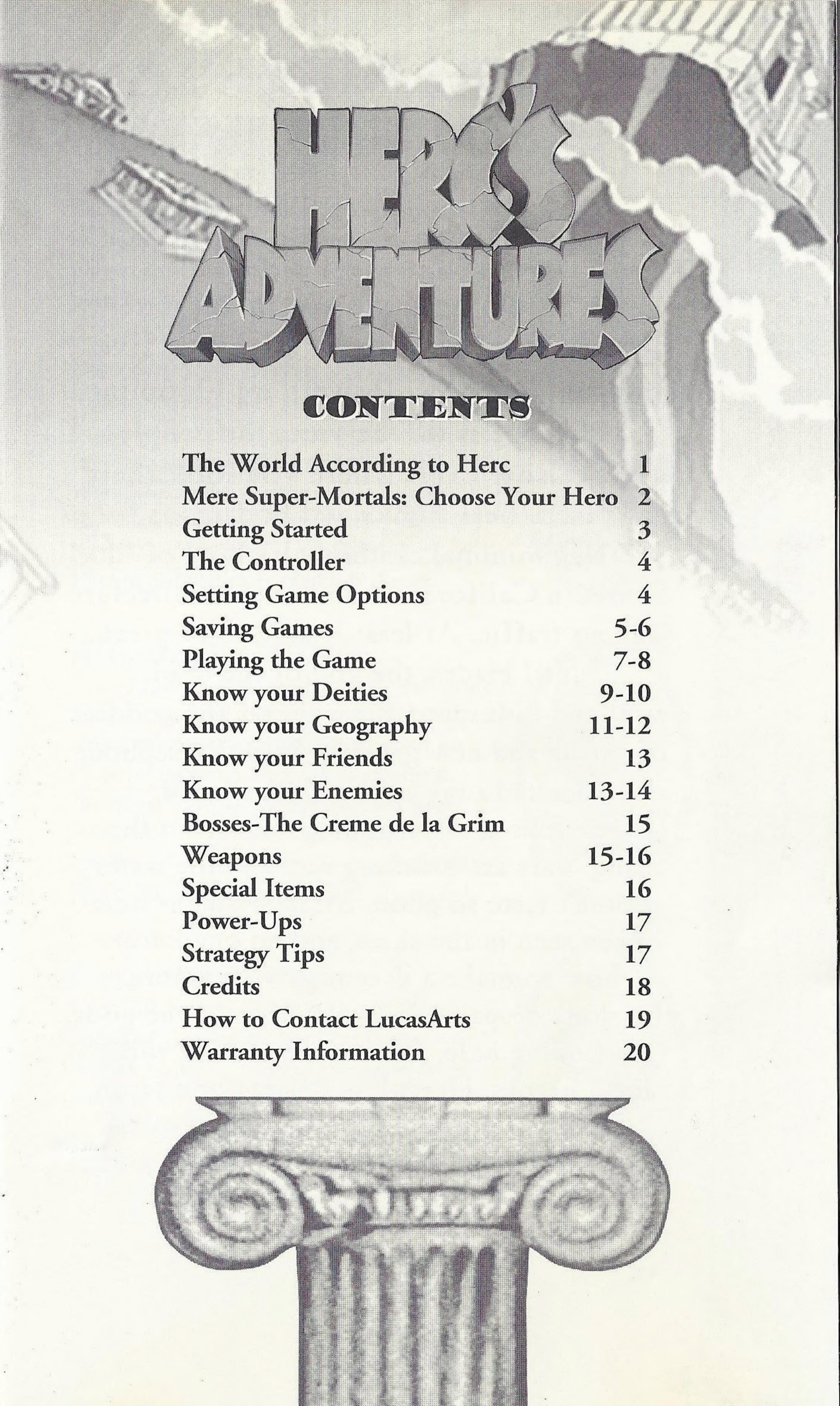
HANDLING THE SEGA SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold it by the edges and keep it in its case when not in use. Clean with lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



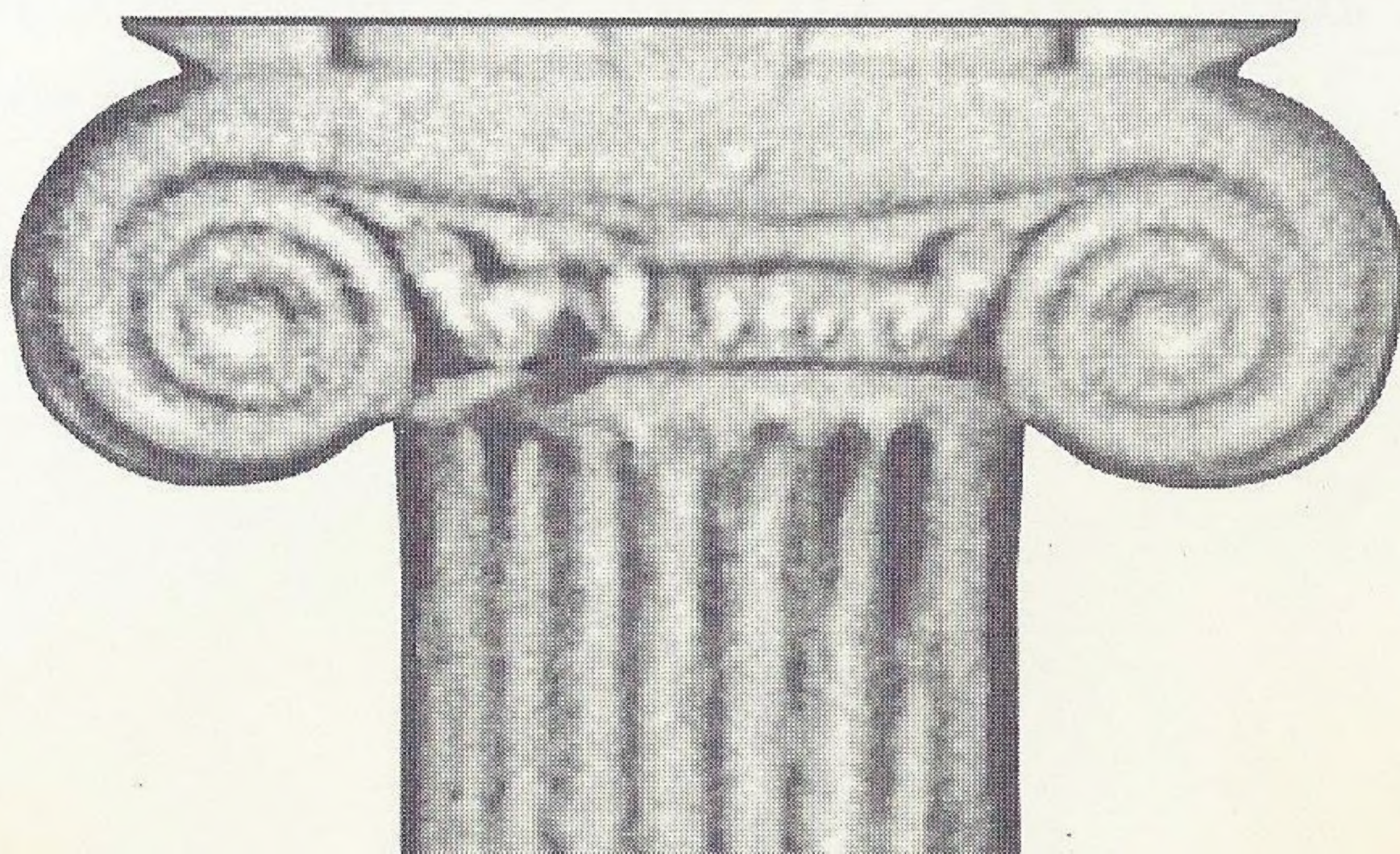
This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.



HERC'S ADVENTURES

CONTENTS

The World According to Herc	1
Mere Super-Mortals: Choose Your Hero	2
Getting Started	3
The Controller	4
Setting Game Options	4
Saving Games	5-6
Playing the Game	7-8
Know your Deities	9-10
Know your Geography	11-12
Know your Friends	13
Know your Enemies	13-14
Bosses-The Creme de la Grim	15
Weapons	15-16
Special Items	16
Power-Ups	17
Strategy Tips	17
Credits	18
How to Contact LucasArts	19
Warranty Information	20



THE WORLD ACCORDING TO HERC



Hey, here we are in ancient Greece, and it's a great place to live... the land is fertile, flowers are blooming, the grape is on the vine, the people are healthy. Everywhere you look there are tanned, buff hunks and bodacious babes wearing minimal clothing. It's kind of like Southern California with better architecture and no traffic. At least it used to be great... until Hades, the god of the dead, went and kidnapped Persephone, the goddess of spring and new growth. With Persephone locked away in the Underworld, the crops are dying, monsters roam the land, wars are breaking out, and the water doesn't taste so good. Strange omens have been seen in the skies, and no one knows how to make a decent gyro anymore. But don't despair... Zeus, the king of the gods, is sending help. We happen to have three local heroes, Hercules, Atlanta, and Jason, any one of whom can handle the job... with a little help along the way from gods, goddesses, and **YOU!**

MERE SUPER-MORTALS:

CHOOSE YOUR HERO

Each of the three heroes has special abilities...try playing each one to see which you prefer. If you are playing two-player, experiment with different combinations to see which pair works best.

Herc, your basic strong guy

He's handsome, he's brave, and he doesn't bruise easily. He is so strong, he can lift houses and boulders, but he's not too swift...that is, he can't move really quickly. He's also really good at fighting close-in, but not so hot on distance fighting. His special attack is the club throw.



Atlanta the Swift

She's spunky, she's uppity, she's well-armed. She can run for a really long time without tiring very much. She's not so good on close-in fighting, and not as strong as the guys, but her arrows give her great efficiency in distance fighting. Her special attack is the arrow barrage—it's devastatingly powerful, but has to be carefully aimed.



Jason the Agile

He's still young, but has a great future ahead of him in the hero business. Jason's skills lay somewhere between those of Atlanta and Hercules...he has medium strength and endurance when running. His close-in fighting skills are the best of the three heroes, but he's not as skilled at a distance. His special attack is the sling, which gains power the longer he spins it.



GETTING STARTED



1. Set up the Sega Saturn system by following the instructions in its manual.
2. Open the CD tray by pressing gently on the lid. Place the Herc's Adventures disc in the tray, label side up, and lightly press it into place. Close the tray lid.
3. Turn on the system by pressing the console's POWER button.
4. After the opening scenes play (you can skip these in future games by pressing the START button), the Herc's Adventures TITLE SCREEN will load. Press START at this screen to activate the MAIN MENU.
5. To begin a new game, press up or down on the directional pad of your controller to select NEW GAME from the MAIN MENU. Press the START button to activate your selection.



If you wish to load a saved Herc's Adventures game, select LOAD GAME from the MAIN MENU. Press up or down on the directional pad of your controller to select the saved game you wish to load. Press the START button to activate your selection. Select CANCEL to return to the MAIN MENU without loading a saved game.

If this is your first attempt at Herc's Adventures, you will not have a saved game to load. However, you may want to view the OPTIONS menu, which will allow you to personally configure the actions assigned to each of the buttons on your controller. Press left or right on the directional pad of your controller to toggle between control options for Player One and Player Two. Press the START button to return to the MAIN MENU.



6. After selecting NEW GAME from the MAIN MENU, you will be asked to choose a character: Atlanta, Herc, or Jason. Select a character, then press START to begin play.

Two Player

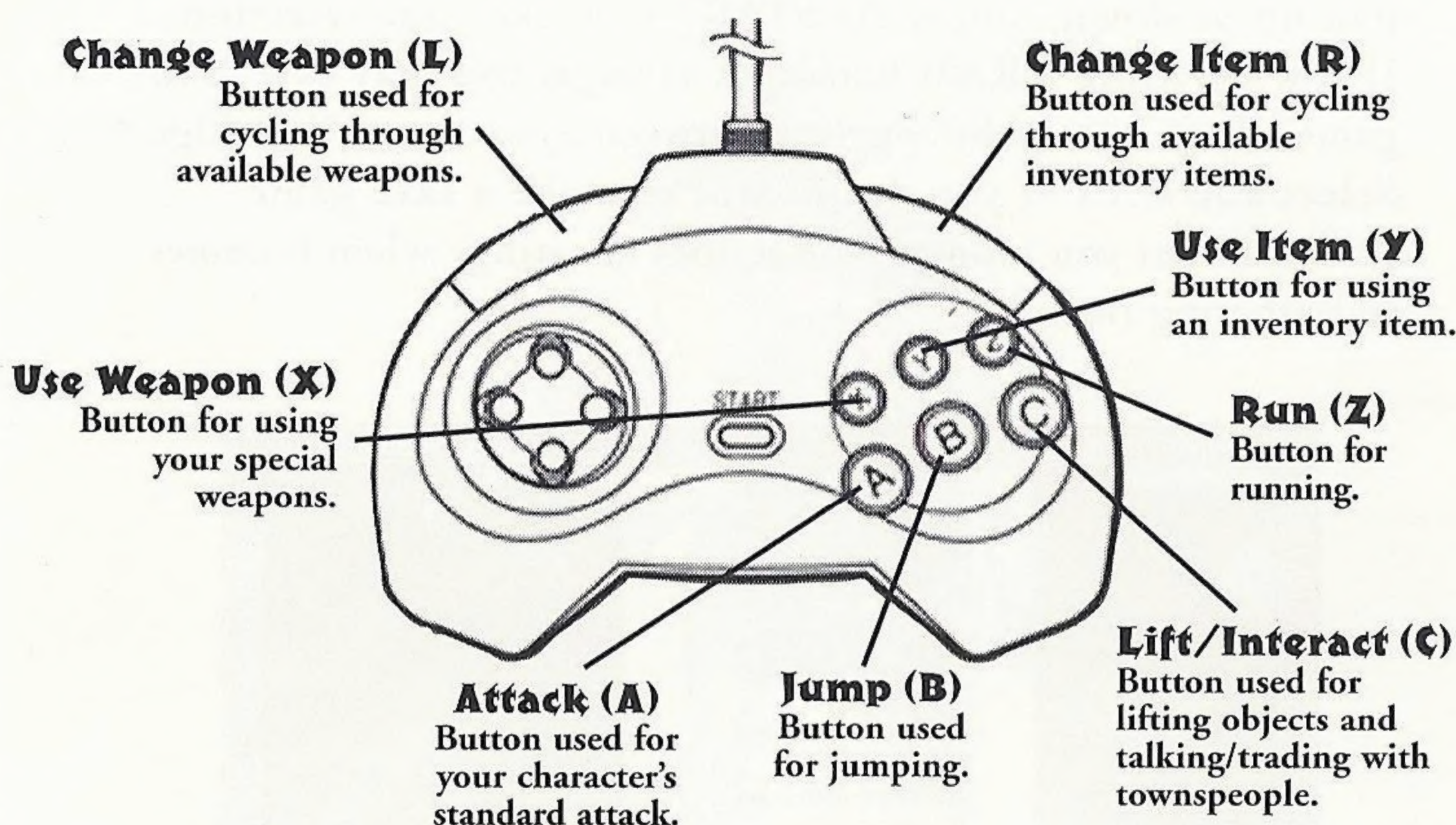
To play a two-player, cooperative game, the first player selects a character with one controller, then the second player selects a character using the other controller. The second player has five seconds to make a selection before gameplay automatically begins.



THE CONTROLLER

The following controls are based on the default OPTIONS settings. Your controls will be different if you've chosen another configuration in the OPTIONS menu.

Controller Settings (default)



SETTING GAME OPTIONS

Options

All settings (except for STEREO) are independent for Player One and Player Two. Move the directional pad left/right to toggle your selection. For controller settings, press the button you wish to assign for that action to select it. Press START to exit. Settings are saved when you make a save game, and restored when you load a saved game.

Friendly Fire

In two-player mode, this allows you to toggle whether or not weapons used by your partner cause damage to you. Default setting is "off."

Stereo

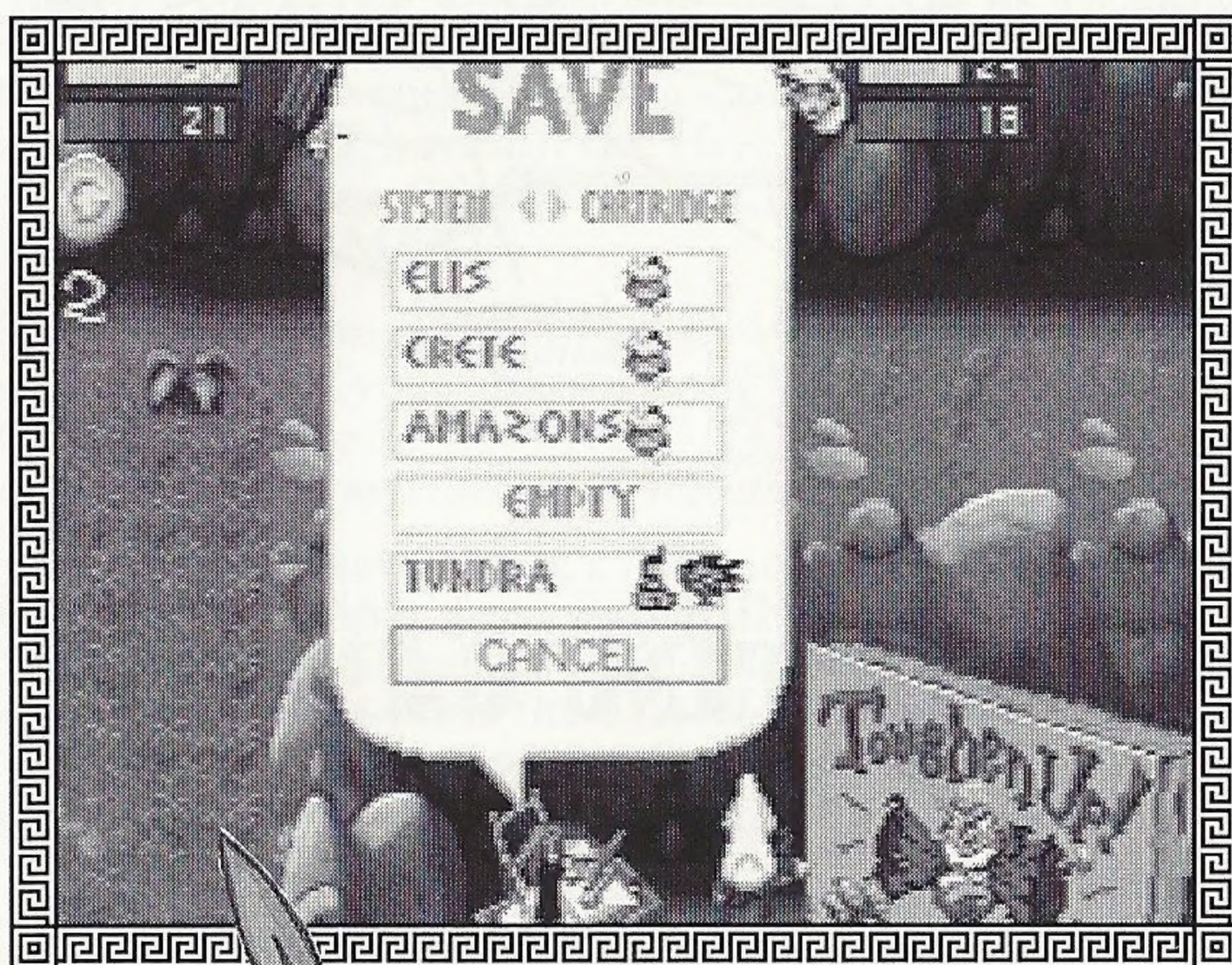
Toggles whether background music is played in stereo (on) or monaural (off) sound. Default setting is "on."

Reset

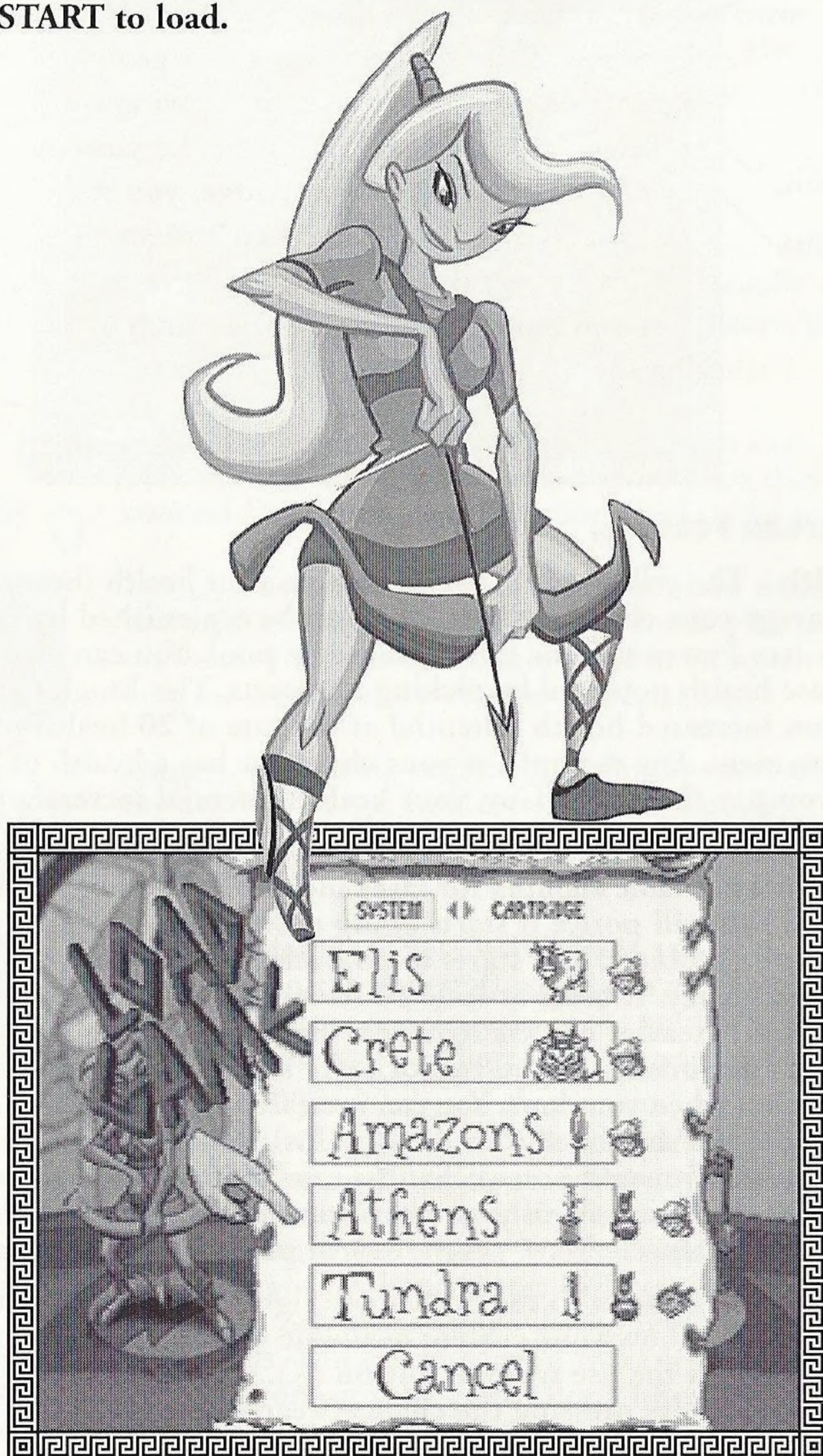
Resets all options to default settings.

SAVING GAMES

During your quest to save Persephone, you'll intermittently encounter scribes who are willing to record the status of your journey for a drachma or two. To save a game, move next to the scribe and press **C**. This will bring up a save game balloon, with a listing of available slots. Select a slot by moving your directional pad up or down, and press START to make your selection. If you are using a RAM backup cartridge, you may save your games there instead by toggling between System and Cartridge. Select CANCEL if you decide not to make a save game (it'll still cost you money--the scribes are stingy when it comes to bothering them.)



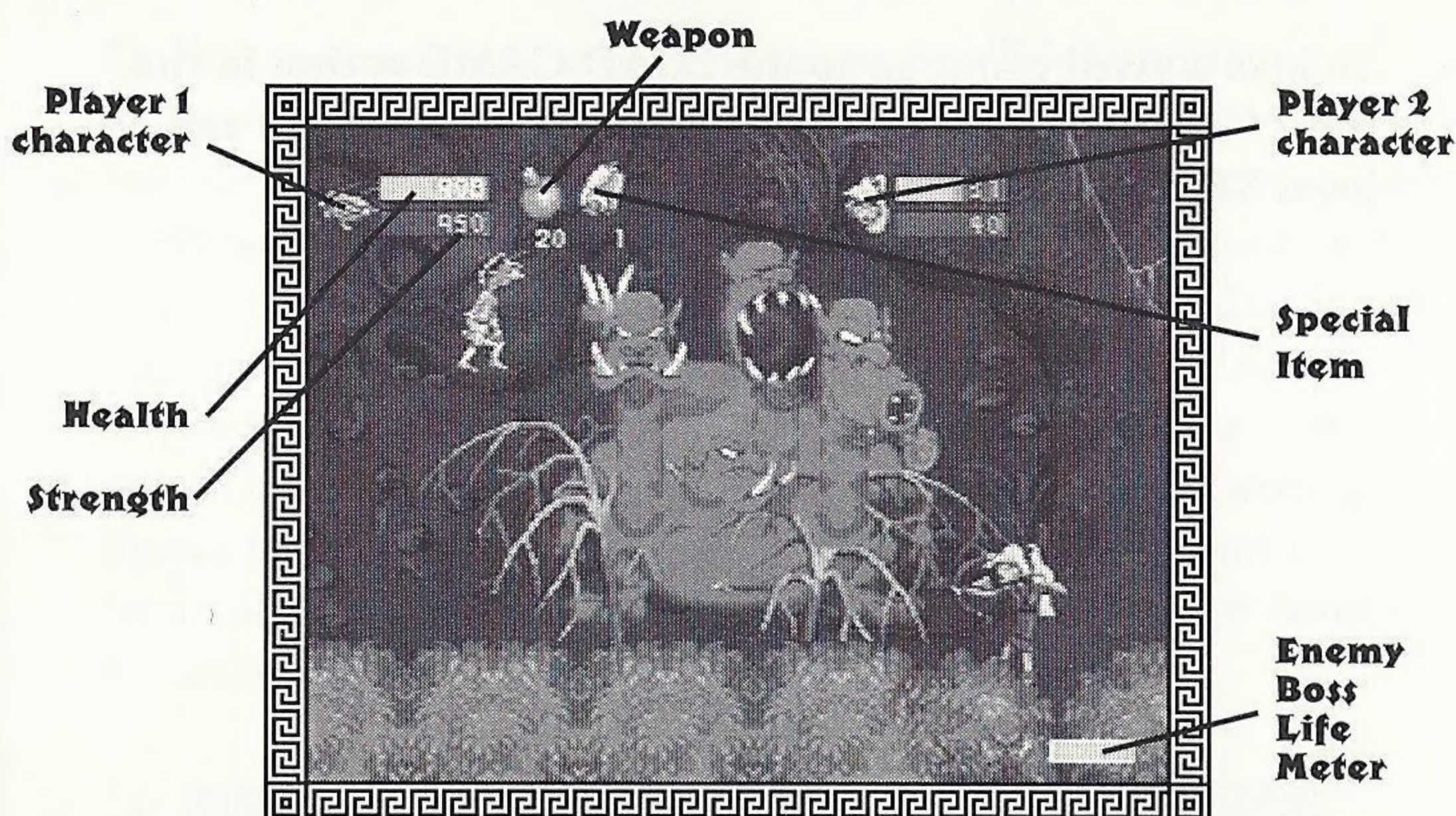
To load a saved game, go to the **LOAD GAME** option in the **MAIN MENU**. Select the saved game you wish to load and press **START** to load.



NOTE: The game will alert you at start-up if there is insufficient memory in either your Saturn's system memory or on a RAM backup cartridge to make a save game. You will then need to go into the Saturn's memory manager to free up some space before playing (see your Saturn's instruction manual for details.) If you decide not to free up space you may still play the game but you **WILL NOT** be able to make any save games while playing.

If you do have sufficient memory the game will determine how much space is available and allot up to five save game slots. If less than five slots are available, you will need to free up some memory in order to be able to use all of the save game slots.

PLAYING THE GAME



Onscreen Features

Health - The yellow bar at top left shows your health (how much life energy your character has)...this can be replenished by eating gyros (see Power-ups) or finding a magic pool. You can also increase health potential by picking up hearts. The Tough Guy will sell you increased health potential at the rate of 20 health points per payment. For example, if your character has a health of 70, and you pay the Tough Guy, your health potential increases to 90.

Strength - The blue bar at top left shows your strength...it represents available stamina for tasks including running and lifting objects. You will notice it starts going down when you pick up and carry an object, and starts to go back up after you've thrown the object away. It takes at least 10 strength points to pick up any object. Heavier objects require a higher strength potential. Strength diminishes as you run or carry something around, but replenishes when you don't. You can increase your strength potential by picking up dumbbells (see Power-Ups). The Muscle Man will sell increased strength potential at the rate of 20 strength points per payment. For example, if your character has a strength of 70, and you pay the Muscle Man, your strength potential increases to 90.

Weapon - The icon to the immediate right of the health and strength bars show your current available weapon. This weapon is activated with the use weapon button (X)...you cycle through your weapons by pressing the change weapon button (LEFT) on the top edge of your controller.

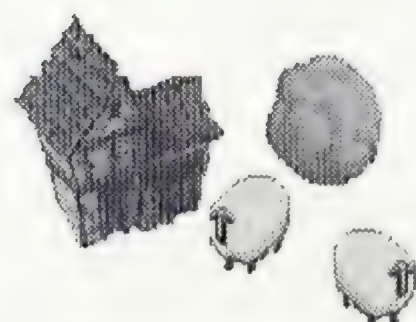
Special Item - The icon to the right of the weapon icon is the special item currently available to you...this may be a magic potion, a decoy to delay your enemies, a special weapon...whatever it is, push the use item button (Y) to use it...cycle your items by pressing the change item button (RIGHT) on the top edge of your controller.

Enemy Boss Life Meter - Occasionally you will see a yellow bar appear in the lower right-hand part of the screen...this means you are about to encounter a powerful enemy boss. This bar is a

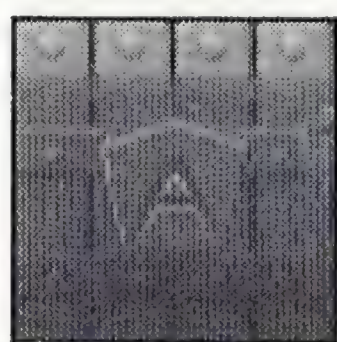
life meter that represents the enemy boss' health. When the meter reaches empty and disappears, you have defeated the boss.

Special Attacks - Each character has a special attack...with Hercules it's the boomeranging club throw, with Atlanta it's the arrow barrage, and with Jason it's the sling. You can perform these attacks by holding down the attack button (A). With Herc and Jason, the longer you hold the button down, the more powerful the attack gets...with Atlanta, after holding down the button, you will see crosshairs that you can position to target her arrow barrage.

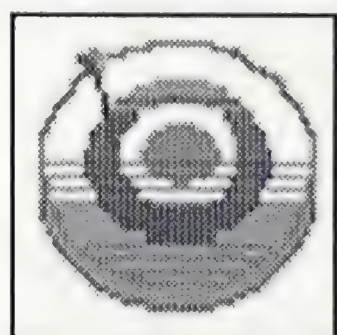
Points of Interest - Most of the time when playing Herc's Adventures, you will be going on quests for the gods. You will encounter a god who will give you a task to perform, usually consisting of bringing back some object from a far away place. Along the way you will encounter various landscape features:



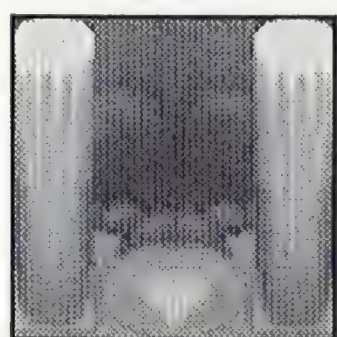
Houses, Boulders, Sheep, etc. Things you can pick up and throw at enemies...sometimes they conceal Drachmas or other good stuff underneath.



Doors. These come in two varieties: plain doors that take generic keys, and special doors with letters on them. You will sometimes need to complete a task for a god before you get a special key.



Targets. By hitting targets (in Atlanta's case, with the arrow barrage; in Herc or Jason's case, by throwing an object at them), you can get extra good stuff.



Bonus pedestals. These will reward you with items (pictured on the pedestal) when you jump on them after completing certain tasks in the area. When a pedestal is activated, a horn will sound and your gift will appear on it.

In your travels through ancient Greece, you may occasionally encounter magic pools. These will either revive your health, or transform you so you can sneak into hard-to-reach places. If you are transformed, don't worry...the change wears off quickly. Throughout your quest, you will encounter various people selling things...you may want to buy these goods if you have enough Drachmas or trade goods. You can engage in trade with these folks by using the C button on your controller. Other people may have useful information if you approach them and press the C button on your controller.

Even a super-mortal like your character may eventually die...but in Herc's world, that's not necessarily the end. You can die up to four more times and still be revived...but each time, you wake up in the Underworld, surrounded by hostile skeletons, and you're a little farther from the exit. What's more, if you should be killed while in the Underworld, (although it doesn't count as one of your six lives), you lose 10 points off of your health potential. And, the sixth time your character dies, that's it. Game over.

KNOW YOU

As you journey through the world, you'll have to
Heed their advice (or warnings) well, as it

Zeus, king of the gods

He's wise, he's powerful, and he's on your side. The bad news is, since Hades is his brother, he can't give you a lot of personal help. The good news is, he's got a lot of other relatives who can't stand Hades and are more than willing to help you out...once you prove worthy.



Hades, lord of the Underworld



You'd probably be grouchy, too, if you had to spend all of your time in a dark smelly cave talking to dead people. Actually, Hades just wanted to go out on a date with Persephone, but his social skills are a little lacking, so he kidnapped her instead (besides, he knew it really would cheese off big brother Zeus).

Now he's locked her in the Underworld, won't give her back, and is sending out a bunch of his skeleton soldiers and monsters to keep people away. This guy needs to seriously cut back on his coffee.

Hera, queen of the gods

Zeus may not be the most perfect husband (where do you think all those relatives came from?), but he's a lot better than his brother. Hera has had more than one party spoiled by Hades showing up with his dead friends and scaring off her guests.

She doesn't normally have that much to do with mortals, but she really wants to bug Hades, so she'll let you have her key to see Poseidon (an "H" key)...if you can locate and retrieve Io, the cow, for her.



OUR DEITIES

happen upon gods and goddesses (even Hades).
It's always a good rule to "appease the gods".

Poseidon, king of the sea

Zeus's other brother. You know what a pain it can be to have a know-it-all older brother...It's even worse to have a nasty-tempered kid brother who's always playing with dead things, so Poseidon has a big grudge against Hades. You'll need to get on Poseidon's good side if you want to get to any of the islands around Greece...better bring him the head of the Minotaur—that's also how you'll get a "P" key.



Dionysus, god of wine

Dionysus is basically a good-natured guy, but he doesn't like it when he's out of wine. So if you'll take care of that multi-headed Hydra thing for him and get him some more grapes, he'll not only give you a "D" key, but turn you on to some first-rate vino.

Athena, goddess of war

Athena is usually the beautiful and graceful goddess of wisdom as well, but you've caught her on a bad hair day. If she's going to help you battle Hades, Athena has to know that you can take the flak, so prove your mettle (and get her "A" key) by taking out the Medusa and bringing back her head as proof.



KNOW YOUR

Anytime during the game you can press the game and bring up the map, which will show you the at present. Here are some of the highlights You will need to visit all of them eventually to

Skeleton 'Hood-

Just Hades' way of saying, "Howdy!" Hang with them bones.

The Edge-

As if the Gorgon wasn't bad enough, this is the end of the world. Watch where you step or you'll fall off.

Circe's Island-

Many women say that men are pigs. This sorceress does something about it.

Elis-

Home of the goddess Hera, Zeus' wife. Also where the athletes go to train for the Olympics.

Lerna-

Where the Hydra hides.

Sparta-

So what do you expect, refrigerator repairmen? It's soldiers...lots and lots of soldiers, and none of them are on your side. And what are they guarding? A cow?!



Knossos and The Labyrinth of Crete-

Constructed by the great inventor Daedalus to imprison the Minotaur. Needless to say, Mr. Bullhead is not too happy about being there, and you're his target of choice.

GEOGRAPHY

Start button. Doing so will both pause your world of Herc's Adventures and where your character is of our heroes' travels through the ancient world. successfully rescue Persephone (and win the game).

Iolcus-

This is where you'll find Hades' temple...beware.

Colchis-

Land of the Golden Fleece (source of the world's most expensive ski mittens) and Argos, a really big snake.

Athens-

Home of Athena...it's the most civilized part of Greece, but since she's goddess of war, don't be surprised if you run into a few soldiers nearby. Oh, and that pesky prophetess, Cassandra, hangs out around here.

Amazon-

Very angry women with dangerous weapons. Not a good place for a vacation.

Land of the Cyclops-

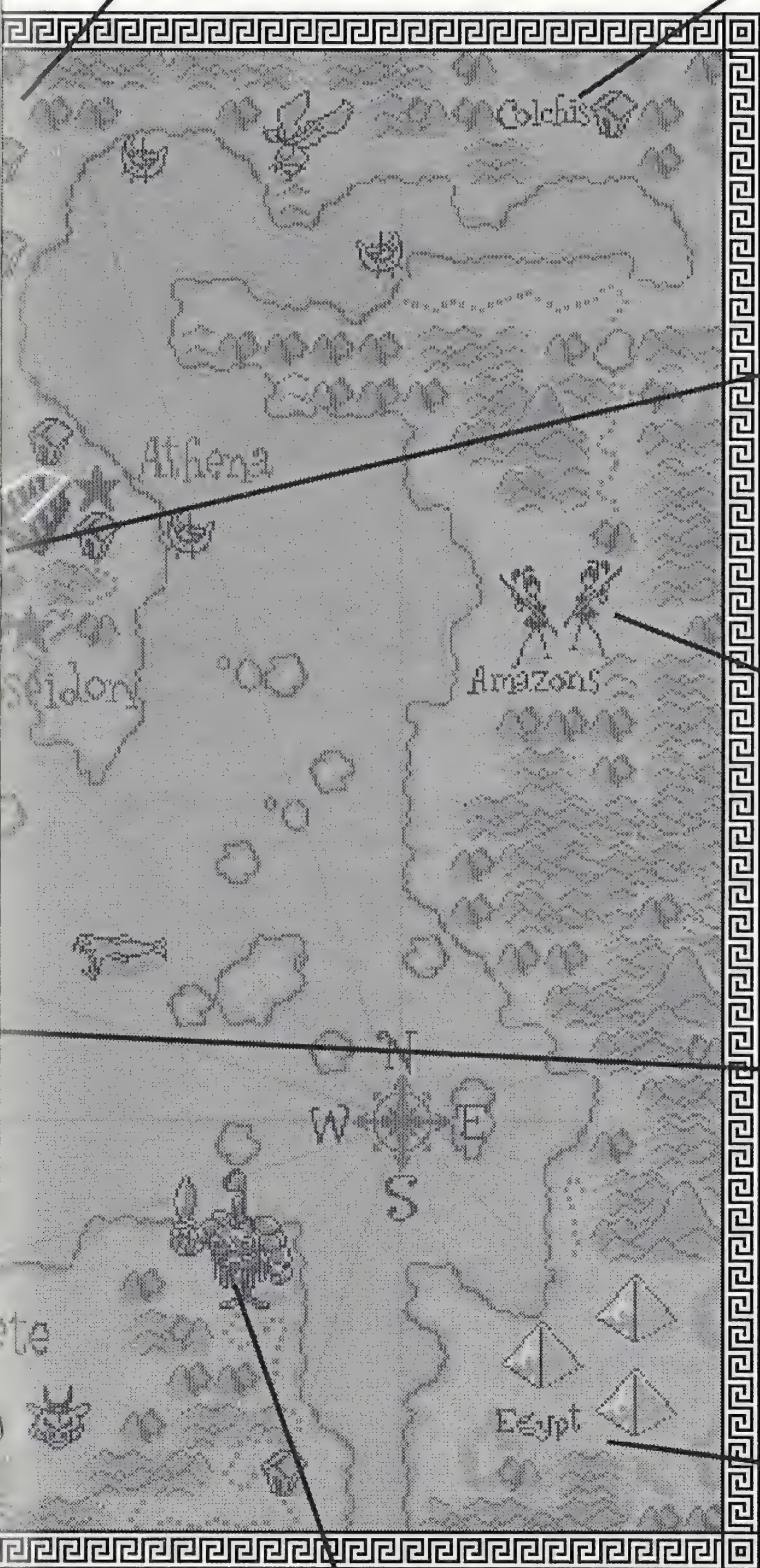
Where one-eyed giants throw rocks at you, and try to eat you. What a way to start your adventure...

Egypt-

Home to the pyramids, the Sphinx, and other wacky "sightings"!

Talos Exhibition-

Since he's a marvel of ancient Greek technology, you'll have to pay to get in. Then he beats you up.



KNOW YOUR FRIENDS



Scribes- They will record your journey...for a small fee.



Town\$people- These citizens frequently have useful items for sale, or may provide clues for your quest.



Mr. Muscle Man- Look for this fitness guru...for a few gold drachma pieces, he'll help you to increase your strength potential.



Mr. Tough Guy- Find this energetic citizen and he'll toughen you up, increasing your health potential.



Gyro Vendor- He'll whip you up one of these tasty treats and restore your health and stamina.



The Mathematician- He can be a useful guy. He knows all the right numbers.

KNOW YOUR ENEMIES

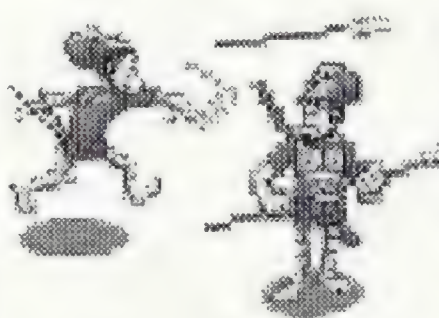
Regular Baddies



Skeletons- Basic grunt troops of Hades. They attack with swords. They're so determined, they can be decapitated and will still (occasionally) attack.



Cyclopes- Big, stupid, one-eyed giants. They throw boulders at you, and if you get too close, they pick you up and throw you down. Their report cards says "Doesn't play well with others."



Soldiers- Whether they're working for Minos, Sparta, Colchis, or are just rogues, soldiers can be a pain. They attack with spears until you get rid of their armor. If you are not in range, and soldiers are patrolling rather than attacking you, they will not attack unless you get close or attack them first.



Cassandra- It's not really her fault, but everything she predicts comes true, and almost everything she predicts hurts you. It's a good idea to chase her far away.



Carnivorous Fish- Why it is not always safe to go swimming in the ocean. Once they spot you, the carnivorous fish will head right toward you to give you a Big Bite. And then they'll bite again. And again. And what's more, once you get into deep water, your weapons have no effect on them. They may even herd you into a corner and gang up on you.

Pan-

A lesser deity who plays his pipes and makes you dance.



The Hag-

She's pretty crazy, constantly pestering you...but don't turn your back on her.



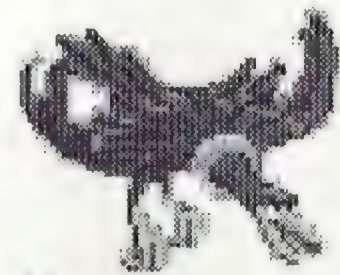
Tough Soldier-

There's one in every crowd (of soldiers). He looks different than the other soldiers, he hits harder than the other soldiers, and you have to knock him over several times before he stays down.



Stymphalian Birds-

They dive bomb you. They throw feathers at you. They're very annoying.



Baby Boar-

Kill it before it grows up. (Actually it doesn't grow up, but even a little boar can be a pain).



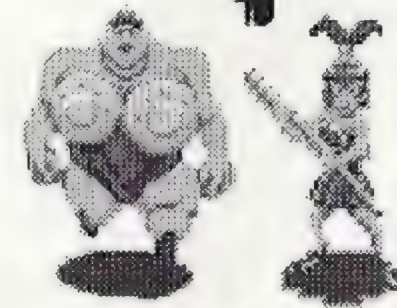
Harpies-

Ugly winged women that fly around and zap people with their piercing screams.



Amazons-

Not the nice ones from Paradise Island. They'll poke you with their staffs and they squeeze really hard, too.



Wood Nymphs-

They are gentle, lovely tree spirits, who just happen to be packing pistols...and you're their target.



Sea Nymphs-

They pop up out of the water and blow bubbles at you. How cute. Except the bubbles follow you around. Then they explode. Then you get hurt.



The Thief-

He'll rob you blind. Continually. You either have to run away or take him out...if you can.



Lamia (Snake Women)-

These baby-stealing vipers are so vicious, they'll drop anything to attack you.



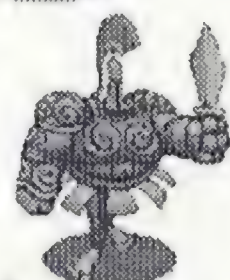
BOSSSES- The Creme de la Grim



Caldonian Boar- A big pig, and dangerous. Not only does it charge around, breaking down walls (sometimes a good thing if you time it just right), it will actually eat you! You have to punch your way out! AND it's got lightning breath! What a boar!



Minotaur- When he's feeling like a bull, he'll charge at you, knock you down and poke you with his horns. When he's feeling like a man, he just throws his axe at you. What a choice.



Talos- A big hunk o'trouble. He'll thrash you, he'll bash you, he'll throw bombs at you, he'll turn you into Mediterranean sidewalk pizza.



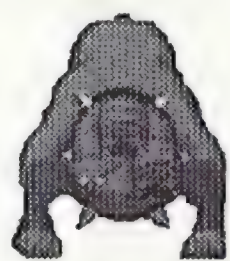
Medusa- Not only does she have snakes for hair, but her gaze can turn you to stone. Not a nice date.



Hydra- Don't get too close to this swamp-loving monster. You've got to get rid of her head permanently... too bad she's got more than one!



The Big Snake- What a nasty critter. He'll run you down, then spit on you...maybe you need to approach this one a piece at a time.

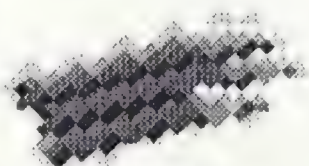


Cerberus- Hades' watchdog. Three heads to bite you with. He knocks down pillars and he fires bolts of energy. And if you get him really mad, one of his heads explodes. Just calling him "Nice doggie" isn't gonna do the job.

WEAPONS



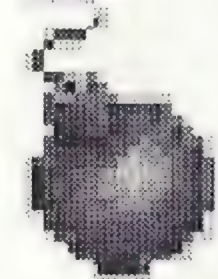
Garbage- A stinky weapon, but pieces of garbage are very light, so you can toss them away really quickly.



Spears- Just regular spears that do a fair amount of damage when thrown.



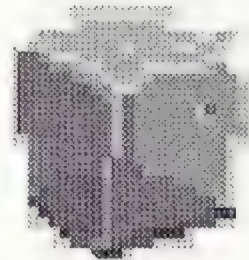
Pepper Breath- Does light damage and follows enemies.



Bombs- Similar to lightning bolts but not as powerful. Can be thrown over obstacles like walls to get those "hard-to-reach" enemies.



Snowballs- Lightweight weapons that do minor damage and briefly freeze enemies.



Frosty Breath- Freezes enemies for a small period of time.

Tridents-

Slower but more powerful spears.

Zeus' Lightning Bolts-

Very powerful, and they can have an "area" effect where they can hit more than one enemy.

Rock Spit-

Allows your character to project streams of rocks quickly from their mouth at enemies. Also known as "Demosthenes' Revenge."

The Evil Taboo-

Shoot it and it shrinks whatever enemy you hit.

Flame Spears-

A broad area flame bolt. Powerful...your enemies are toast.

Medusa Head-

Turns people into stone. Very powerful.

Boar Traps-

Drop them in your enemy's path to cause some major hurt.

SPECIAL ITEMS

Drachmas-

Money. Allows you to buy other stuff, like spears and frogs, health and strength.

Inflatable Cows-

Use these as decoys.

Pandora's Box-

Incredibly powerful weapon that seeks out enemies and attacks them – will follow you for a short distance.

The Golden Fleece-

A special, magical-object needed for your final quest and to rescue Persephone.

Magic Potion-

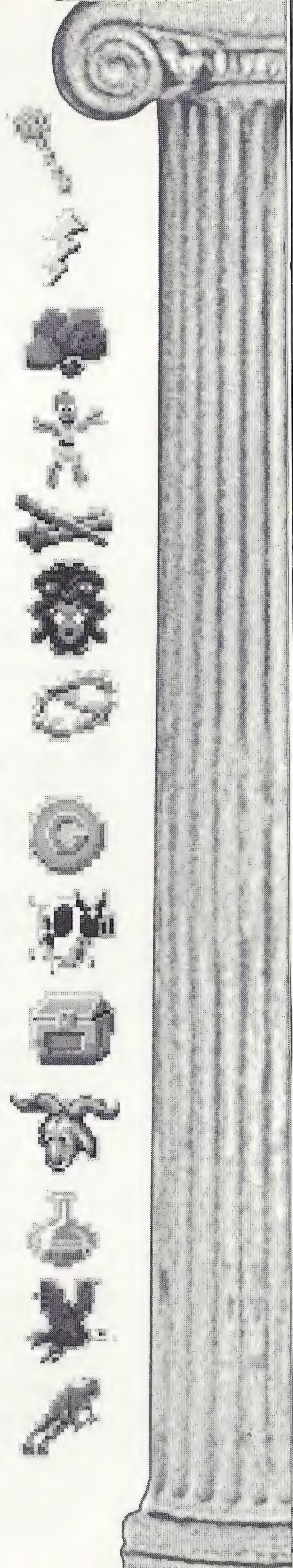
This can have a bad effect on you...or a good effect, depending on how you feel about swinish behavior.

Hawks-

They'll fly around and distract your enemies.

Frogs-

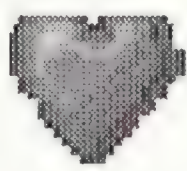
They'll hop around and distract your enemies.



POWER-UPS



Gyro- This tasty treat will restore some of your health and strength.



Hearts- These will increase the amount of health potential you're allotted, as well as heal your wounds.



Dumbbell- This will increase the amount of strength potential you're allotted.

STRATEGY TIPS

1. Atlanta can't pick up houses when the game starts, but she can run longer than anyone else. You'll have to increase her strength potential before she can pick up things like houses. Additionally, all characters can hit targets they come upon with some weapon, and they'll get money or a bonus of some kind when they do.
2. Conserve your resources...particularly money. If you spend all your Drachmas on spears and frogs at the beginning of the game, you may not be able to purchase the necessary gyros to defeat a really tough Boss later on.
3. Vehicles and catapults that take you from one part of the world to another may not always take you exactly where you want to go...it may be a one-way trip, so proceed with caution.
4. The scribes who let you save a game are scattered sparsely throughout the game...so use them when you find them. Remember their locations, so you can run back and save if you need to.
5. Use the map frequently...there may be more than one way to get where you are going. On the other hand, it is also a good idea to explore the territory where you are thoroughly...there are some places you can only approach from one direction.
6. Different strategies work with different Bosses. Try a variety of weapons and techniques until you find the ones that work best. Bear in mind that Bosses have their own magical powers, and occasionally weapons that are very powerful elsewhere may not be as great against certain Bosses.

CREDITS

Big Ape Productions

Game Design	Dean Sharpe & Mike Ebert
Lead Programmer	Dean Sharpe
Programmer	Jeff Hall
Programmer	Alex Michaluk
Tools Programmer	Glen Volk
Lead Art Design	Mike Ebert
2D Artist	Sean Turner

LucasArts Entertainment Company

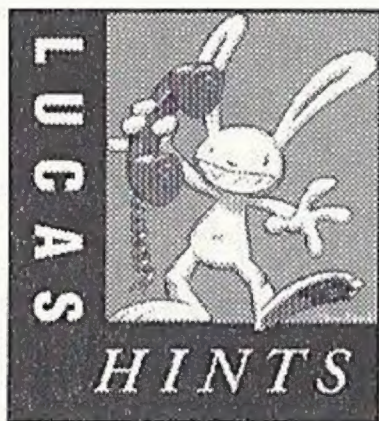
Production Manager	Camela Boswell
Product Marketing Manager	Barbara Gleason
Production Coordinators	Susan Upshaw & Kim Kowalski
Lead Artist/Designer	Peter Tsacle
2D Animators	Kevin Boyle, Mark Hamer, Martin Yee, Chris Miles, Anson Jew, Leonard Robel
Ink & Paint Artist	Kim Balestreri
Cutscene Effects	Mike Levine
Art Techs	Jillian Moffett, James Byers & Kim Gresko
Music Composition/Manager	Michael Land
Music Consultant	Peter McConnell
Associate Sound Designer	Julian Kwasneski
Sound Dept. Coordinator	Kristen Becht
Additional Music Composition	Andy Newell for Earwax Productions
Sound Composition	Brad Van Tighem for Jumpin' Jack Software
Sound Composition	Creek Hart
Voice Director	Darragh O'Farrell
Senior Voice Editor	Khris Brown
Assistant Voice Editor	Coya Elliott
Voice Dept. Coordinator	Peggy Barlett
Voice Talent:	
Voice of Atlanta	Rachel Reenstra
Voice of Athena	Lois Nettleton
Voice of Hades	Castulo Guerra
Voice of Hera	Patty Parris
Voice of Dionysus	Michael Gough
Voice of Zeus & Poseidon	Tom Wyner
Voice of Jason, Bronze Guy & Big Soldier	Wally Wingert
Voice of Minotaur, HellDog & Soldier	Patrick Fraley
Q.A. Manager	Mark Cartwright
Q.A. Supervisor	Dan Connors
Q.A. Lead Tester	Dana Fong
Q.A. Testers	Adam Pasztory, Deedee Anderson, Stuart Malkin, Jason Lauborough, Leland Chee, Lee Susen, Mike Dillon, Todd Stritter & Scott Douglas
"Cupcake the Burning Goddess"	Wendy Kaplan
"Twinkie the Burning Assistant"	Kellie Walker
Manual Written by	Jo "Capt. Tripps" Ashburn, Dana Fong & Camela Boswell
Manual, Package & CD Design by	Soo Hoo Design
Package Illustration	Steve Purcell
Product Support Manager	Dan Gossett
Public Relations Manager	Tom Sarris
Public Relations Associate	Heather Twist
Senior Operations Manager	Jason Horstman
National Sales Manager	Meredith Cahill

Special Thanks

George Lucas

HOW TO CONTACT LUCASARTS

LucasArts has set up a variety of services to provide you with information regarding our latest games, hint & gameplay assistance, and technical support.



HINT LINE

U.S.

If you need a hint, you may call our automated Hint Line. This service costs .95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have your parents permission to call. The number is 1-900-740-JEDI (1-900-740-5334). The option to speak with a live Hint Operator is also available from this number. (Average call length is 3 minutes)

CANADA

Our Hint Line is also available to our Canadian customers. This service costs \$1.25 (U.S.) per minute, requires a touch tone phone, and you must be at least 18 years old or have your parents permission to call. The number is 1-900 677-JEDI (1-900 677-5334). (Average call length is 3 minutes)

WHERE TO FIND US ONLINE

There are a variety of ways to get in contact with LucasArts online.

LucasArts Web Site (www.lucasarts.com)

You can reach us through the Technical Support section of the LucasArts Web Site (www.lucasarts.com). From there, you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

CompuServe

You can send e-mail to ID# 75300,454 or post a message in the LucasArts section of the Game Publishers Forum A. To get there GO GAMAPUB

Internet E-Mail

You can reach us through the internet by sending E-mail to the following address:

75300.454@compuserve.com

TECHNICAL SUPPORT PHONE NUMBER

This number is for Technical assistance only. Hints will not be given out over the Technical Support line.

If you need technical assistance, please don't hesitate to contact us. For your convenience, if you cannot get through to a representative by phone and you have access to a fax machine or any of our online areas, please consider contacting us through one of these alternate means.

You can reach our Technical Support department by calling 1-(415) 507-4545. We are available to help you Monday-Thursday from 8:30 AM-5:30 PM and on Friday from 8:30 AM-4:30 PM (Pacific Standard Time).

TECHNICAL SUPPORT FAX

For your convenience, we also offer the option of faxing us with your Technical questions at 1-(415) 507-0300.

TECHNICAL SUPPORT MAILING ADDRESS

LucasArts Entertainment
P.O. Box 10307
San Rafael, CA 94912
Attn: Product Support

LUCASARTS LIMITED WARRANTY

Notice: LucasArts Entertainment Company ("LEC") reserves the right to make changes in the product described in this manual at any time and without notice. The enclosed software product and this manual are copyrighted and all rights are reserved by LEC. No part of this manual or any of the accompanying materials may be copied, reproduced, or translated in any form or medium without the prior written consent of LEC. LEC warrants to the original consumer purchaser that the media furnished in this product will be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If the media supplied as part of this product prove to be defective, and provided that the consumer purchaser returns the media to LEC in accordance with the instructions in the following paragraph, LEC will replace the defective media: (a) free of charge to the consumer purchaser, if the media proves to be defective within the ninety (90) day period following the date of purchase, and (b) if the media proves to be defective after the expiration of the ninety (90) day warranty period, LEC will replace the defective media for a fee of \$15.00 per Compact Disc.

To obtain a replacement CD, please return the CD only, postage prepaid, to LEC, at the address below, accompanied by proof of date of purchase, a description of the defect, and your name and return address. To replace defective media after expiration of the warranty period, send the floppy disk or CD only, postage prepaid, to LEC at the address below, enclosing proof of purchase, a description of the defect, your name and return address, and a check for \$15.00 per Compact Disc. LEC will mail a replacement to you.

THE ENCLOSED SOFTWARE, MEDIA AND DOCUMENTATION ARE PROVIDED "AS IS." EXCEPT FOR THE NINETY (90) DAY WARRANTY REGARDING DEFECTIVE MEDIA SET FORTH ABOVE, LEC MAKES NO WARRANTIES WHATSOEVER REGARDING THE ENCLOSED SOFTWARE, MEDIA AND DOCUMENTATION, WHETHER WRITTEN OR ORAL, EXPRESSED OR IMPLIED, INCLUDING, WITHOUT LIMITING THE GENERALITY OF THE FOREGOING, WARRANTIES AND CONDITIONS OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, EVEN IF LEC HAS BEEN INFORMED OF SUCH A PURPOSE. ACCORDINGLY, THE ENTIRE RISK AS TO THE USE, RESULTS AND PERFORMANCE OF THE SOFTWARE, MEDIA AND DOCUMENTATION IS ASSUMED BY YOU. IN NO EVENT WILL LEC BE LIABLE TO YOU OR ANYONE ELSE FOR ANY CONSEQUENTIAL, SPECIAL, OR INDIRECT DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION, DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LEC HAS BEEN ADVISED OF THE POSSIBILITY OF ANY SUCH DAMAGES OR LOSS. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF IMPLIED WARRANTIES AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, AND THUS THE PRECEDING LIMITATION AND/OR EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE. YOU AGREE THAT THE LIABILITY OF LEC ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THIS PRODUCT.

LucasArts Entertainment Company, P.O. Box 10307, San Rafael, CA 94912

© 1997 LucasArts Entertainment Company. All Rights Reserved.

The LucasArts logo is a registered trademark of Lucasfilm Ltd. Used Under Authorization.

Patent numbers: U.S. Nos. 4,442,486/4,454,594/4,462,076/5,371,792; Europe Nos. 80244; Canada Nos. 1,183,276/1,082,351; Hong Kong No. 88-4302; Germany No. 2,609,826; Singapore No. 88-155; U.K. No. 1,535,999; France No. 1,607,029; Japan No. 1,632,396

Sega and Sega Saturn™ are trademarks of SEGA ENTERPRISES, LTD. © 1997 LucasArts Entertainment Company, P.O.Box 10307, San Rafael, CA 94912. All rights reserved. Herc's Adventures is a trademark of LucasArts Entertainment Company. The LucasArts logo is a registered trademark of Lucasfilm Ltd., used under authorization. This game is licensed for use with the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Made and printed in the U.S.A. All rights reserved

6505402